

This text describes development of natural language interface for online webcasts. These webcasts are transformed from text to speech and then played by the electronic rabbit Nabaztag. Its user can control it by voice commands, so the text also focuses on training accoustic models with the HTK Toolkit and on using these models to recognize speech with the Julius speech recognizer. Searching for the webcasts and their processing is also described, along with some problems that occured during speech synthesis of sportoriented texts.